

YIN, YANG, YO!



WRITER'S BIBLE

MONSTER MANUAL • PLAYERS GUIDE

The world is not what it used to be.

100 years ago, the world was filled with warriors of legend – Woo Foo Warriors –who always battled in teams, and fought for what was just and what was right.

It was a dramatic and dangerous world, of good and evil, heroes and villains...

The Woo Foo Warriors, led by the powerful Master Yo, battling the unstoppable armies of the NIGHT MASTER.

And then, in the throws of defeat, the Night Master used his “Amnesiulet,” and made the world forget everything.

His existence. The Woo Foo Warriors. All of it.

The Night Master retreated back into the shadows, licking his wounds and planning his revenge.

And 100 years later – a world of legend and lore, of heroes and villains became a land of ... well... Pinheads, actually. You can’t scramble a world full of minds without making a few moronic omelets, right?

The world is not what it used to be, because it has no idea what it was.

It’s still a world of legend and lore – a strange and mysterious world – but it’s a world where Dungeons and Dragons has merged with Sponge Bob and the Fairly Oddparents, to create a comedic world with gigantic threats and a serious looming evil.

You have never seen a world like this before.

And in the center of this dichotomous world, remains MASTER YO. Forgetful, because he was forced to forget. Grumpy, because he has something at the very tip of his memory, but he can’t seem to reach it.

And annoyed, because just when he thought he was going to retire and sit in an easy chair the rest of his life, he finds himself having to train two warriors to save the world and rebuild Woo Foo, two heroes at a time.

Unfortunately for him, he’s going to have to start from scratch.

Luckily for us, he’s starting with Yin and Yang.

Yin, Yang, Yo for Beginners!

It's Magic! It's Might! It's Mayhem! But mostly, it's Mayhem!

Imagine all the power, speed and fury of ninja warriors hammed into the impulsive little bodies of two hyper-kinetic tweenaged bunnies and the action-style of Yin! Yang! Yo! becomes abundantly clear. Fast, furious and funny.

Yin and Yang channel the unique powers of their Woo-Foo martial artistry into a tempest of punches and punchlines. People tremble! Stuff breaks! Things explode!

Tapping into the same well as "Kung Foo Hustle" and "Shaolin Soccer," Yin! Yang! Yo! fuses all of the adrenalin-charged excitement of a Bruce Lee movie with the fast-wit and the snap-fast and sophisticated comedy of the old Warner Brothers cartoons that worked on both a kid and adult level.

Yeah, Yin and Yang are rabbits. But don't be fooled. They're bunnies like Bugs was... with one big difference. They could kick Bugs' ass because they know Woo Foo.

While these animals are funny, this is not a "funny animal" show.

There are creatures big and small, creatures real and mythical, and a 26-episode story arc that follows two kids and their "adopted pissy grandfather" as they learn the Woo Foo skills they need to save the world.

And what is Woo Foo? Well, in this world, it's an energy force that only a select group of warriors can control, that can be used in one of two ways. Magic or Might.

For Yin, it's magic. A fire spelled called "Yincineration," or the ability to transform matter with a "Transfoomation" spell. For Yang, it's might, the ability to make his bamboo sword glow with power, or to create a vortex with his blade called "The Foo Nado."

Woo Foo is the energy that allows our tiny heroes to Power Up and kick the butts of bad guys ten times stronger than them.

Individually, they're a forced to be reckoned with. But together – Magic and Might combined – they're much more powerful. And it's Master Yo's hope that the bond of brother and sister, can make them stronger still.

Woo Foo is also an excuse for comedy—because Yin and Yang are still kids. Sure, they might know they have a responsibility to save the world but that doesn't mean they won't use their powers to throw parties, impress dates, cheat on tests or get out of trouble.

Their judgment often misses the mark, always with hilarious consequences. Yin Yang Yo! is out to prove that a funny show can be cool, and a cool show can be funny.

"Sugar, and Spice and everything nice, unless she's pissed, and then you learn why they name hurricanes after women and not men."



STATUS: Woo Foo Knight in Training
CLASS: Magic! (Because it's better than Might!)
RACE: Rabbit.
GENDER: She's the girl.
SIZE: Just a smidge taller than her brother, and don't think she doesn't remind him of that every waking minute of the day.

KNOWN POWERS: Yin-Cinerate, Transfoomate, Foo Field and more.

STRENGTHS: Empathy. Follows the Rules.

WEAKNESSES: See Strentghs.

ARMOR CLASS: +1 Fur

SPECIAL +4 Know-it-all

ABILITIES: +6 Anal-retentiveness
 Snapping Judgment
 Master of the art of inappropriate cheerfulness.

SPECIAL

VULNERABILITIES: Boys. Her brother.
 Empowering poetry

KEY ALLIES: Her brother Yang (most of the time), Master Yo, Lena and that one girl that throws the really cool parties.

KEY ENEMIES: Her brother Yang (periodically), all of the bad guys, and Coop... the Chicken who's cluckin' crazy about her. Yeah, that's right. We said it

DESCRIPTION

Spiritual, caring, sensitive and thoughtful, Yin is clearly the girl side of Woo Foo, and that's what makes the bad guys, and sometimes her brother, think she's a pushover.

Which just might be part of her plan.

Yin is studying the magic side of Woo Foo, the most powerful, butt-kicking magic known in this world or the next. She's doing it because she knows that someday, she and her brother are going to be called on to save the world. Which means she's going to be called on to save the world... and her brother.

One of Yin's greatest strengths is that she's smart. But one of her greatest weaknesses is that she knows it. She doesn't have a lot of patience for her brother's burpy, farty, smelly path of Woo Foo enlightenment, or anyone else's path, for that matter. For Yin, there's the right way (that would be her way) and then, the way the rest of you pinheads would do it if you didn't want to do it the right way.

But at the same time, she's like a 12-year-old Oprah Winfrey in the body of a small, pink rabbit. She's always trying to push beneath the surface to find the "true meaning" of things. She has a very open mind... until she slaps it shut. And then, good luck budging her, because she can be a little stubborn.



DESCRIPTION

This is the curse of someone who cares too much. They can be naïve, and taken advantage of. They can be too trusting, and be trapped. So Yin constantly ping pongs back and forth between wanting to believe the best in everybody, and knowing that she's got to keep her defenses up. It can make her a little bi-polar.

But as snarky as Yin can be, she has a heart to match. She loves the world, and wants to protect it... even if she does get tired of being mocked for being a Woo Foo. She loves Master Yo, and wants to make him proud, even if she is occasionally grossed out by him and wishes he'd stop snoring so much.

And she loves her brother more than anything. Oh sure, it's fun to watch him get smacked over the horizon by a gigantic tree monster, but when he finally falls down to earth... she's going to be the one to catch him.

After a few bounces and a butt-load of "I Told You So's"

WHAT DOES YIN WANT?

Everything you'd think a girl her age would want. A dreamy boyfriend. To make the world a better place. A dreamy boyfriend. To learn the secret of the Seventh Level Foo-Nami Energy Wave. A dreamy boyfriend. And for her brother to shut up once in a while.

RELATIONSHIPS

WITH YANG: Deep down, Yin loves him. But to get there, you've got to go through a lot of layers of "idiot boy" and filth to get there, and Yin hates mess. They are the typical brother and sister – squabbling about everything from what to watch on TV to which attack to use to take out Roger the Skelewog.

WITH MASTER YO: Yin respects Master Yo as a teacher, and wants to learn more, more and more. She's ravenous for knowledge, and anything that will get her to the next level of Woo Foo just a smidgy bit faster than her brother. (HA!) Yin loves Master Yo as a father, but thinks he's absolutely no fun at all and wishes he'd just find a nice lady panda somewhere and stop being such a grouch.

WITH FRIENDS: Yin's a bit of a book worm, but she does have friends. The biggest is Lina, who is sort of the "Master Yo" of teen stuff. When it comes to fighting evil, she's got it going. But when it comes to day-to-day girl stuff, she could use a little back up, and that's where Lena comes in.

WITH ENEMIES: Yin's not sword-happy like her brother, and is more than likely to try to reason her way out of a fight if she can. But once the battle has begun – because her brother started it – she doesn't hold back.

Yang!

"He might be a rabbit, but he's nobody's bunny."



STATUS: Woo Foo Warrior in Training
CLASS: Might! (Because Magic is for wusses!!)
RACE: Rabbit.
GENDER: He's the boy.
SIZE: Yes, he gets it. He's just a bit smaller than his sister. So very early in the game, he's playing the whole "size doesn't matter" card.

WEAPON: +2 Bamboo Sword which can turn into the
ATTACKS: Yang- A-Rang and the Foo-Chakas. And a snack for his Panda master.

UNARMED ATTACKS: Paws of Pain, Fists of Fire, Foo Nado

STRENGTHS: Boundless Energy.
WEAKNESSES: Impatience. Mediocre hygiene.
ARMOR CLASS: +1 layer of filth.

SPECIAL ABILITIES: +4 Power to Annoy
+6 Rushing In without thinking.

SPECIAL VULNERABILITIES: His sister. The Super cute Lena. Shiny objects. Learning.

KEY ALLIES: Yin, Yo, occasionally Coop and Dave

KEY ENEMIES: All the usual suspects. And baths.

DESCRIPTION

He's the boy! Boy smash!

Hyper, rowdy, a little bit filthy and with the attention span of a squirrel on crack, Yang is an explosion of aggressive, teen-male energy. He has no patience for training, or learning or... well... pretty much anything, actually. All he wants to do is go out and kick some monster ass, which he does quite well, thank you.

But when he's not kicking butt (because Master Yo won't let him or his sister is blathering on about how maybe violence isn't always the answer), Yang is a kid. He likes violent video games, comic books, movies and action figures (not dolls! Action figures!) and he likes to have fun. It's just... his fun usually ends up getting somebody injured – hopefully a bad guy, but sometimes him or his friends.

Yang doesn't like being told what to do... not because he's disrespectful, but because it's something else he has to remember besides whatever cool new martial arts move he just picked up. He'd much rather leap before he looks... or leap before he knows why he's leaping. Yang is all about the leaping.



DESCRIPTION

Yang also knows that one day he will be called on to save the world. But unlike his sister, who looks at this as a sacred responsibility, Yang looks at it like the end of a cool movie that he wants to skip through to get to the good parts. It's like when the rest of us showed up 60 minutes into the movie "Pearl Harbor" so we didn't have to see any of that ridiculous love story.

Yang's biggest flaw might be that he cares too much about what other people think. He wants to be cool. He wants to fit in. He wants to be respected. And this will cause him to do some REALLY STUPID things for the sake of joining the right clique, or dojo.

In the process, he can be a bit of an insensitive turd, ignoring the wisdom of his teacher, or the heart of his sister, to quickly get what he wants.

But Yang's heart is a lot bigger than he wants you to think, as well. It might take him a little longer to get there, but when Yang finally figures out he screwed up, he's quick to make amends... even if he doesn't want to admit he's doing it.

He's a good kid who loves being bad: Constantly doing the right thing for the wrong reason, or the wrong thing for the right reason. But the word "right" is always in there somewhere, so you know he's trying... right?

WHAT DOES YANG WANT?

To hit stuff. WOO! With his sword, with his Yang-A-Rang, with his energy fists and with his hands. Hit stuff! WOO! Always (or at least mostly) for the right reason, but he wants to fight! And when he's not fighting he wants to goof off. WOO! With video games, television or anything else for that matter. And with this much energy, and this little patience, you can imagine that training often takes a back seat to... well... just about anything else.

RELATIONSHIPS

WITH YIN: It's a love, shut up relationship. Like any brother, Yang loves his sister, but like any kid his age, he just wishes he could love her from waaaaaaaaaay over there. He's baffled by the things she cares about – like learning and feelings – and all that "blah blah blah" stuff that comes out of her mouth. Doesn't she understand mouths are for eating potato chips and talking smack to your enemies?

But when the chips are down, and she's in trouble, or somebody hurts Yin's feelings (other than him) Yang will use his considerable skills in her defense. Mostly when nobody's looking. And in a pinch, no two Woo Foes have ever worked together as a team better than these two.

WITH MASTER YO: There's one thing Yang can't understand: If he's being trained to fight a rising evil threat, why is the training going so slowly? Yang respects Master Yo's knowledge, but he wants it yesterday.

WITH FRIENDS: Yang is friends with Coop the Chicken and Dave the Tree Stump. He's not so much a "leader" in his group, but he's so gung-ho he usually ends up taking charge.

AGAINST HIS ENEMIES: Yang is a little bit like Spider-man, making up for his size and "newness" with quick witted insults that piss off his adversary. He might be fighting somebody that's levels above him in skills and strength, but his ability to mock and annoy makes that villain angry and unfocused. And that's when he can lay the hammer down. And hit stuff! WOO!

"If you were the last Panda on a planet in a world with no female pandas, you'd be a little grumpy too."



STATUS: Woo Foo Master
CLASS: Might, Magic... mentoring.
RACE: Race? He's old. He doesn't race anymore.
GENDER: Grumpy Old Man Panda.
SIZE: Thick in the head, round in the middle, can't tell You about the toes because he ain't seen 'em in a while.

SPEED: Faster than a speeding prune, more powerful than a Mickey Rooney infomercial.

WEAPON ATTACKS: Swords, bo staff, nun-chucks and a whole bunch of stuff down in the Woo Foo armory that he knows he can't let Yang get a hold of. Yet.

UNARMED: Everything out there, and a whole bunch of scrolls down in the Woo Foo armory that he knows he can't Let Yin get a hold of. Yet.

OTHER POWER: The ability to sleep through World War III.

ARMOR CLASS: +3 Fuzz and fat, +9 thick-headedness

SPECIAL ABILITIES: +3 Gaseous Emissions
 +7 Incontinence
 +10 Attacks when he really has to.

SPECIAL VULNERABILITIES: Loves Yin and Yang and would do anything for them... but he's tired and doesn't really want to get out of his chair.

KEY ALLIES: Yin and Yang. That's it.

KEY ENEMIES: The Night Master, Kraggler and anyone stupid enough to threaten his students.

DESCRIPTION

As Wise as he is crabby. As powerful as he is lazy. He's magic and might, black and white, all rolled up into a perpetually annoyed Panda.

Look, cut him some slack, okay? This wasn't supposed to be the way his life played out. He was supposed to defeat his arch-enemy, return to the town a hero, and live a life of easy retirement that is usually bestowed upon people who save the world. Or, at the very least, he expected a comfy room at the Martial Arms retirement home, where he'd be waited on paws and foot.

What he didn't expect is that he'd have to rebuild the Woo Foo from scratch without really knowing why. But because his mind was wiped AND he's old, he doesn't remember a hell of a lot about a hell of a lot, and that makes him a bit of a bitchy bear.



DESCRIPTION

Master Yo knows he's out of place in the world – philosophically (with Woo Foo), and physically (because of his age). The music he likes, the things he finds fun and the martial arts he practices are all horribly, horribly out of date.

But in the end, his sense of right and wrong could not be wiped away by the Amnesiulet... even if it was totally scrambled.

Which is why he chose Yin and Yang. They don't know it, mind you... they thought they found a coupon for free martial arts training and then, before they knew it, were sucked into the world of Woo Foo. Yin fell in love with the mysticism and the spirituality of it... and Yang got a sword very early in the game.

Yin and Yang are Yo's secret weapons. Before, Woo Foo Warriors always fought in teams... but were never brother and sister. While the Woo Foo have battled in pairs forever, this is the first time a brother and sister have been paired, and Yo hopes their sibling bond – as frayed as it is sometimes – will always be the edge that saves them, even when they're in way over their heads.

His biggest dilemma is that when they're not training, and not fighting evil... they're kids. Loud, messy, squabbly, fighty kids that can be disrespectful, disobeying and loud. Did we mention they're loud? This puts him in the position of being the grandfather who's forced to baby sit to kids who just at a truckload of super-sugar-coffee flakes and are bouncing off the walls.

Which, at the ripe old age of “nearly dead,” is about as fun as it sounds.

WHAT DOES YO WANT?

To make sure Yin and Yang have all the skills they'll need to save the world when the looming evil returns. He wants them to do their studies and become responsible young heroes. And he wants them to do something about the rising costs of soft foods. AND TO SHUT UP! HE'S TRYING TO SLEEP!

RELATIONSHIPS

WITH YANG: Because he represents both Might and Magic, he understands Yang's desire to fight, fight, fight. That being said, he doesn't care. Most of the time, Yang is like this completely annoying mosquito, just buzzing on the inside of his ear about some video game or some martial arts move. Yo knows that one day, Yang will pull his crap together and be the warrior he needs to be... if Yo doesn't kill him first!

WITH YIN: Master Yo does his best to attend all of Yin's needs, both in her Woo Foo training and the fact that she's still a girl. It's not easy. Because like all men, he doesn't really get that she needs attention. And tenderness. And to talk about her feelings. All. The. #&*#\$(ing. Time. But he also knows that her gigantic heart is in the right place, and that she is working her tail off to be the best Woo Foo Wizard ever. He just hopes she can do it before he has to chaperone a dance, because that would be REALLY annoying.

WITH FRIENDS: Despite the fact that he's a grumpy old panda who had his memory wiped, Yo has managed to keep a handful of friends. A group of messy elementals, for example, who come over every month for poker. And his old enemy, Kraggler... They might have wanted to kill each other “back in the day,” but now... they may be all they have left.

AGAINST HIS ENEMIES: He will use all of his Tom Sawyer like powers to get other people to do the heavy lifting for him. That's why he's training these rabbits! But when push comes to shove and he's needed, he'll roll up his fur and go to town. And if he can get past his creaky bones and flabby body – once he powers up his Woo Foo energies... this is one powerful dude.

Carl!

"They were all sold out at the Wizard Roach Motel, so he moved in with his mother."



STATUS: Evil Cockroach Wizard
CLASS: Stifled by his mother.
RACE: Insect
GENDER: Male
SIZE: Small, but not as small as his brother Herman, and not as tall as Yin and Yang.

KNOWN POWERS: He's a Dumbledore class wizard. If he could ever get his crap together, he'd be an evil force to be reckoned with.

STRENGTHS Unparalleled wizard powers.
Sharp intellect.

WEAKNESSES: Self-worth. Mother's vicious words.

ARMOR CLASS: +5 Exoskeleton; +8 Flippancy

SPECIAL ABILITIES: +4 Muttering hurtful things under his breath
+6 Resentment; Level 15 Scrapbooker.

SPECIAL VULNERABILITIES: His self-worth. Holier-than-thou attitude. : Brotherly taunting.

KEY ALLIES: None. Carl has no friends and his mother will not let them come over to his evil lair.

KEY ENEMIES: Yin and Yang, of course. If his plans actually bear fruit, and become a threat, then Yo steps in as well. And occasionally, his brother Herman.

WORST ENEMY: Himself

DESCRIPTION

How would you feel is your younger brother managed to take over the world while you were busy trying to defeat two stupid rabbits? How would you feel if your evil lair was actually your mother's house?

It's enough to drive you mad. And that's Carl in a nutshell.

A very powerful wizard who is his own worst enemy, Carl is constantly trying to take over the world, and constantly trying to defeat Yin and Yang, but his plans are consistently defeated by either his own over confidence, or his own personal issues.

Yes, Carl wants to take over the world. But mostly, he wants his mother's love. But Carl's attempts to impress his mother are complicated by his brother's success. It's a lot like being MacCauley Culkin's younger brother (and this is a joke from the comedian Nick Griffin). The kid can come home and say

MacCauley's brother: "Mommy! I got an A!"

MacCauley's Mom: "Yeah, that's great. Put it on the 'fridge next to your brother's million bucks."

Carl lives with his completely over-bearing, completely passive-aggressive mother. A massive dragon, with "legend and lore" that dates back to the defeat of the Night Master (which she can't remember, by the way), she spends much of her day polishing her shrine to Brother Herman and watching her soaps.

Carl!

DESCRIPTION

Her words can scorch Carl deeper than her dragon breath. But...Carl occasionally gets blasted by that as well. She loves him, sure, but just wishes he'd do something with his life.

But the thing is – Carl IS incredibly powerful and incredibly smart. He has nearly blotted out the sun (although, to be fair, he's forgotten there are two other suns to blot out on our world.) He has trapped Yin and Yang in a world of television gone mad. He has plunged our world into the seventh level of hell where he was high overlord.

And, like always, the plan fell apart in the 11th hour because he was tricked, teased or underestimated his opponents.

But Carl has a scheme, and has his sights on his brother's territories and, more to the point, his own pad. He learns, at the same time the kids do, that the Night Master has returned. But... will Carl ally himself with the great evil from the past?

Or attempt to become the great evil of the future?

The Night Master



STATUS: Dark overlord.
CLASS: In an evil class by himself.
RACE: Bat thing.
GENDER: Male
SIZE: Tall and thin, but with enormous wings that can move at the speed of his hate.

KNOWN POWERS: The dark side of Woo Foo. Everything Master Yo can do, and more... because he does not fear the consequences.

STRENGTHS In the darkness, unstoppable.

WEAKNESSES: In the light, only moderately unstoppable.

ARMOR CLASS: +5 Fancy clothing.

SPECIAL

VULNERABILITIES: Vanity. A love of his outfits.

KEY ALLIES: He does not have Allies. He has lackeys. In his time, he has used Ultimoose, Zarnot, Yuck and Saranoia... giving them things they wanted in return for moving one step closer to his goal of returning to power.

KEY ENEMIES: Yo... and now, Yin and Yang.

DESCRIPTION

How do you describe a villain so powerful he could scramble every mind on the planet? The Night Master was "this close" to taking over the world – he had defeated the Woo Foo and banished them to another dimension and had Master Yo on the ropes.

Only the combined strength of Yo, the Skelewog, Glitter Hoof the Two-Ni-Corn and Carl's Mother managed to knock the Night Master back... but not before he played his final card: The Amnesiulet. With one last explosive blast of evil energy, he wiped the memory of EVERY SINGLE CREATURE on the planet...

...and went into hiding. And he might have stayed there, waiting for Master Yo to you know... die of old age or something... but when Yo began training Woo Foo again, he knew it was time to make his move.

And get some new threads. For as evil as the Night Master is, he is equally vain. Which is why he has his flippy assistant Flavior (think wedding planner in "Father Of The Bride") attending his every need.

In the first part of the series – the Night Master observes more than acts, allowing his lackeys to test the kids, to see how good they are, and how to best divide them, as he understands that two Woo Foo Knights teamed up – Magic and Might together – has always been the key to their victories.

He will tempt them. He will fight them. He will pit them, and everyone against each other. But by the time we get to our season finale – episode 26 – he will be at the peak of his power, and it will take everything Yin and Yang have to beat this villain back.

Brother Herman

"Just what makes that little old ant, think he'll move that rubber tree plant, anyone knows an ant... can't... AGH! HE'S KILLING ME! I'll stop singing! I'll stop... tell my wife I lo -- **"



STATUS: Tyrannical warrior, bantam weight division.
SPECIALTY: Iron fisted rule; Iron fisted politeness
RACE: Ant
GENDER: Male
SIZE: Ant-sized, but ridiculously strong.

KNOWN POWERS: +99 Power-Punch

STRENGTHS +20 Super Strength
+10 Diabolical Mind
+10 Penchant for evil
+20 Driving his brother nuts.

KEY ALLIES: His mother, who loves him, just a little bit more than his brother Carl. A legion of army ants.

KEY ENEMIES: The hated Master Yo, with his even more hated fur, which he is allergic to; Yin and Yang who have defeated him TWICE now!

GOALS: Total power, world domination, and the lion's share of his mother's estate.

DESCRIPTION

There's evil. There's really evil. There's really really evil. And then there's Brother Herman. He may only be an ant, but he's an ant with God-like strength, a black heart, and a legion of multi-footed soldiers who can turn any picnic into a slaughterhouse of doom.

But there's polite. There's really polite. There's really really polite. And then there's Brother Herman. When he's not pulling your heart out and showing it to you before you die, he's friendly, conscientious and everything is tinged with a smile.

He's Dr. Doom, of the Fantastic Four – if Dr. Doom had really impeccable table manners.

At one time, his evil dominion was so vast he had nearly conquered the world. That ended when Herman went mano a mano (or anto a pando) with Master Yo who defeated him in no small part because of Herman's panda allergies.

Herman seeks to regain his lost territories and destroy Woo Foo. And with his razor sharp mind and ridiculously high power level, he remains one of the biggest threats to our trio. When you see him, you know ... bad things are going to happen.

Ultimoose

"Hoo! HAA! Hoo!"



STATUS: Short Underachiever. Known master of
SPECIALTY: ULTIMATE MOOSE FIGHTING!
RACE: Moose/Human hybrid
GENDER: Alpha-Male
SIZE: Short. Makes up for it with really wide antlers.

KNOWN POWERS: Incredibly proficient martial artist.

ARMOR CLASS: Four point mechanical cranial protuberance

SPECIAL ABILITIES: +9 Ultimate Moose Fighting Master.
+20 High-Tech phallic-symbol masquerading as ordinary, high-tech, robotic moose-antlers.
+8 Sexism

VULNERABILITIES: Vanity. Insecure about height. And he's stupid...stupid like the wind.

GOALS: To open a string of Ultimate Moose Fighting Dojos all across the globe and be the "Starbucks" of Martial Arts. To lure Yang away from Yin and Woo Foo, and into the dark service of the Night Master.

BATTLE CRY: "Hoo Ha Hoo!" or "Ha! Hoo! Ha!"
Or occasionally "Hee! Hoo! Hwah!"

DESCRIPTION

When Yang goes looking to find a cooler way to train than falling garbage and a toilet, he runs into Ultimoose's dojo, not knowing it's all part of a Night Master trap to separate him from his sister early in the game, thereby destroying the balance of Might and Magic.

Ultimoose is short. But what he lacks in height, he more than makes up with arrogance and sexism. Plus, he's got those ginormous, shiny antlers that can transform into pretty much anything – robot arms, a laser, spinning blades – which he will use to train his students and humiliate them at the same time. More times than not, he will refer to himself in the first person, because Ultimoose very much loves being Ultimoose.

He has all the tact of a WWF superstar with none of the tact.

Despite his drill sergeant demeanor and tough-guy swagger, Ultimoose is, ultimoosely, a mere lackey for the Night Master. Hey, it worked for Darth Vader, right?

Kraggler

"Growing old with Dignity. Not."



STATUS: Crotchety Old Fart.
SPECIALTY: Weapons that make people as old as him.
RACE: Some sort of gargoyle-ish thingie.
GENDER: Old-Male
SIZE: Shorter than he used to be.

ARMOR CLASS: Thick, wrinkly, stone-like hide

SPECIAL ABILITIES: Age-transference

VULNERABILITIES: Jet propelled armored walker;
Walking cane of magic;
Chronologicum.

WEAPONS: Jet propelled armored walker; Walking
cane of magic; Chronologicum.

GOALS: To reverse the ravaging effects of old age.
Barring that, making it to the early bird
special before the run out of the meatloaf.
Seriously, have you tried the meatloaf?
It's to die for. Not yet, he has unfinished
business, but you get the point.

DESCRIPTION

Once upon a storied past, Kraggler – like Master Yo – was a great and powerful warrior. And Master Yo was his arch-enemy. Now, he's the bitchy old codger who runs a Martial Arts Ninja Supply Store and Pharmacy where Master Yo gets his ointment.

Because he's a hundred million years old (at least, that's what the kids think) he's prone to fall asleep at the drop of a hat – a hat he couldn't bend over to pick up if his life depended on it. He constantly has to be woken up in the middle of his villainous rants.

Kraggler has a love/hate relationship with Master Yo. Yes, they were arch enemies... but they were also peers. And now, 100 years later, they're sort of the odd couple. Two old farts that really only have each other. Kraggler alternates between nemesis to Yin and Yang, and moderate annoyance to Yo.

Somewhere along the line, Kraggler picked up the ability to literally suck the age out of people – transfer it from the young, to himself... a power the kids don't realize he has. Ultimately, he is a shadow of his former self – one that smells vaguely of mentholate ointment and cedar chips.

YUCK!



**PHOTO
NOT
FOUND**

CLASS: Creepy irritant.
SPECIALTY: Woo Foo
RACE: Mutant rabbit-oid thingy
GENDER: Male (we think. He's a mix of Yin and Yang)
SIZE: A smidgey bit smaller than Yin, a smidgey bit taller than Yang.

SPECIAL ABILITIES: Currently, none. Although when he's really, really pissed off, he's able to do Woo Foo at a higher level than the kids.
VULNERABLITIES: +5 Grossness.
+10 lack of character and judgment.

BATTLE CRY: "You want a piece of this?"
"BURP!" or
<<FART NOISE>>

DESCRIPTION

When Yin and Yang blast each other with their Woo Foo, while at the same time wishing that the other's bad qualities would just "go somewhere else," they accidentally create "Yuck," the obnoxious combination of Yang's aggression and Yin's control freakism / obsessive compulsism... ism.

A rough around the edges rabbit with five o'clock shadow, Yuck was immediately endowed with their Woo Foo abilities, but with none of the training to use them properly. He immediately decided that Master Yo would train him... OR DIE!

And since Yin and Yang are the only thing standing in the way between Master Yo training him, they need to get out of the way... OR DIE!

Yin and Yang were able to defeat Yuck, evaporating him into a furious disembodied spirit, waiting for his chance for revenge...

The Chung Pow Kitties!

“Hell... Oh, Kitties.” Or “Shock and awwwwwwwwwwwwwwww.”



STATUS: Adorable Bad Girls of Anime Rock!
CLASS: Ninjas, rock stars, thespians, political commentators and assassins for hire. Jerks of all trades.

RACE: Big headed anime cats.
GENDER: Fashionably androgynous... but female.
WEAPON: Each Chung Pow Kitty is a master (or, more accurately) mistress of a musical instrument AND a martial arts weapon. They have Sais, Nun-chucks, swords and really sharp claws.

STRENGTHS: Feline agility. Cunning. Cutie-poo-ness.

WEAKNESSES: Tuna. The sound of a can opener. Dogs.

KEY ALLIES: Each other. Money. Fame.

KEY ENEMIES: Yang. Sometimes Yin.

GOALS: To loot the Woo Foo armory and get all the sharp and pointy weapons they can... and to ROCK IT OUT!

Zarnot

“He’s an action figure.
ACTION FIGURE!!!”

STATUS: Bad Guy.
CLASS: Yang’s discarded toy.
RACE: 12th level Dreadbot.
GENDER: There’s a hatch if you want to check,
But I wouldn’t if we were you.
WEAPON: +6 Chest cavity missiles; +3 Fist
Missiles (Fistles?), Razor sharp claws
Wrist mounted laser cannons.

STRENGTHS: Solid Steel exterior. Hyperbole.

WEAKNESSES: Abandonment issues. Can be trapped
in a toy box, for God’s sake.

KEY ALLIES: Each other. Money. Fame.

KEY ENEMIES: Yang. Sometimes Yin.

GOALS: Destroy the hated Yang, kill Yang, wreak
his revenge on Yang.

DESCRIPTION

Did we mention Zarnot hates Yang?

Once Yang’s favorite play toy, Zarnot was brought to life by the pretentious Lie Fairy, making him grow stronger and more powerful with every lie that came out of Yin and Yang’s mouth. Once they realized that, they let loose a string of truths (that ended with something about Yang and a Unicorn Night Light) that shrunk him down to size.

Now as small in size as his hate for Yang is large, Zarnot plans his revenge on Yang and all he holds dear, for the audacity to out grow him.



Saranoia



STATUS: Magical nutbag who comes in a variety of flavors of crazy.

CLASS: Sorceress (but prefers sorcer-person)

GENDER: Woman. Hear her roar. **HEAR IT YOU INSENSITIVE MALE ASS!**

SIZE: Swears she's a size 1, but is very tired of having to adhere to some ridiculous beauty myth

WEAPON: +7 An arsenal of magic wands for every occasion (and outfit).

KEY ALLIES: +6 Mistress of disguise; +7 Spell casting; +9 projecting her neuroses on others.

WEAKNESSES: His-ogyny. Denial. Daddy issues.

ACCOMPLICES: GP, a Steven Wright sounding lawn gnome that morphs into different forms depending on the type of wizard she is.

KEY GOAL: To save Yin from Yang, whether she thinks she needs it or not.

DESCRIPTION

To say Saranoia has "man issues" is to say that Robert Downey Junior has "mild dependency problems." A domineering wizard father who forced her to study while allowing her brother to enjoy his childhood, Saranoia has decided that Yin needs to be saved from the drudgery of magic and studies... regardless of how much Yin loves magic and studies.

Natalie has a variety of magic wands that can change her into a variety of different types of wizards – a snow wand makes her an Ice sorceress, a scabbard makes her a pirate queen... she is her accessory. And, more than anything else, she's NUTS.

Roger the Skelewog

STATUS: Whipped.

CLASS: Middle.

GENDER: Neutered Husband.

SPEED: Fast. But when wife calls, faster.

WEAPONS: Swords, clubs, and blunt objects.

STRENGTHS: Bottled rage that he takes out on others.

WEAKNESSES: Marriage.

DESCRIPTION

Roger is a tough, vicious warrior... from nine-to-five. That's his job. Scary, vicious monster. But when the whistle blows, and the clock strikes 5:01, he puts on his hat and tie, and goes home to his wife and kids, including Skelly, his thuggist punk of a 13 year old kid and little baby Tillman.

The ring that Roger put on his finger was just like the one in "Lord of the Rings," except that this ring took his power away.



Dave,

the magical talking tree stump.



STATUS: Stump.

GENDER: Male tree.

SIZE: Small, especially for a tree. More of a shrub than a tree, actually.

ATTACKS: None

DEFENSE: None

STRENGTHS: None

WEAKNESSES: Fire. Termites. Dutch Elm Disease

FRIENDS: Yin and Yang.

ENEMIES: Lumberjacks. Hated, hated lumberjacks. And beavers. Hated, hated beavers.

DESCRIPTION

Every town has its whiny little kid, and our town has Dave. Perpetually late (he's slow. He's a tree), Dave is the only kid we know that actually goes to a school.

CLASS: Cliché

LEVEL: Chicken. On every level.

SPECIALITY: Stalking Yin.

GENDER: Gawky kid.

SPEED: Moving at the speed of fear.

ATTACKS +100 Annoying Yin.
Level 10 clucking stutter of irritation.

WEAKNESSES: +6 Fleeing like the cliché he is.
Level 4 not being worth Yin's time of day.

GOALS: Yin.

ALLIES: Yang, because it bugs Yin. And...
the Night Master?

DESCRIPTION

That's right, the Night Master.

Coop is either a gawky nerd with a dream, or a creepy bad guy with a plan... we just don't know yet.

Willing to do anything to get Yin's attention and affection, Coop constantly throws himself into situations where he might win her heart.

And if that means sidling up to the biggest, baddest threat in our universe – the Night Master – that's a risk he's willing to take.

Is he actually a bad guy pretending to be good? Or a good guy pretending to be bad?

Coop



LOCATIONS

THE WORLD:

Referred to only as “The World,” if it’s referred to at all. A planet with three moons in a solar system with three suns. This is a modern world – with hits of ancient Asian culture – but with all the comforts of the 21st century. It has TV, video games, the internet, cars and more...

...but it’s all fused through a “Flintstones” like filter, where everything is made of Bamboo and wood.

Today the world is a strange mish-mash of might, magic, and morons, filled with beings and lands as wondrous as they are... well... doltish.

THE TOWN:

Referred to only as “The Town,” it’s got everything you could ever expect in a city, only much stranger. Populated by all sorts of creatures (big, small and dragon-sized) businesses of all descriptions (from video stores to sword outlets), it’s also not uncommon find a pile of skulls among the trash or a villain’s lair behind a linen store. Think Gotham City meets Dungeons & Dragons as conceived in Super Mario World by Mad Magazine. Can you imagine that without brain freeze?

THE DOJO:

Both home and training center for Yin, Yang and Master Yo, the Dojo is a bit run down and creaky... but no more than Master Yo.

Yin and Yang share a single bedroom, while Master Yo spends most of his free time in the living room in front of the TV watching “Murder, She Don’t.” (The only detective show where the villains are too old to be able to actually kill someone.)

Oh, it looks like a run down Dojo on the outside, but on the inside... it’s also a run down Dojo. But it’s also the repository for all of Master Yo’s secret weapons – things he’s picked up over the years and hidden for safe keeping.

Things he knows that Yin and Yang will need when the final battle comes.

There are also many secret chambers in the many levels of sub-basements, like the Woo Foo Armory, Vault of Woo Foo Artifacts, and the Secret Woo Foo lab...all of which Yang isn’t allowed anywhere near.

TOWN LOCALES:

CARL’S CASTLE

The cold and massive stone castle where dwells Evil Cockroach Wizard Carl. A home base for his plans, his schemes... which actually belongs to his mother. Imagine her surprise when she went away for a week and found that he redesigned the exterior to look like his head.

Carl can’t even plan to conquer so much as a day care center without his dragon mother poking her head in and getting in his business. In a castle that big, you think she could find someone else to annoy.

BATTLE BATH AND BEYOND

Your one-stop shop for linens, house wares, and deadly weapons of war. The perfect place to pick up a blood-red bed-spread or a broadloom sword. Want a chain-mail bedspread that won’t rust if you bed wet? Looking for the right color mace to match your teal colored dungeon? This is the place.

Costco, meets Sam’s club meets Diagon Alley.

ULTIMATE MOOSE FIGHTING DOJO

Ultimoose’s gym and training center, the cleanest, shiniest, most high-tech dojo in town makes Master Yo’s place look like a dilapidated old tumble-down shack. (Which, according to the town building inspector, it is.) It is in this place where Ultimoose trains young warriors with an iron antler. One problem: No girls allowed.

(Although, they do have pedicures. Apparently metrosexualism has reached our world as well.)

LOCATIONS

MARTIAL ARMS NINJA SUPPLY STORE AND PHARMACY

Run by the elderly (and evil) gargoyle Kraggler, guarded by high-tech security systems, Master Yo's famous pharmacy is inconveniently located high atop Mt. Painful. If you need ointment, or anything else that sounds like a word an old person would say, this is your one-stop shopping place.

MT. PAINFUL

The craggy and forbidding home to Kraggler. The gargoyle has built his lair high atop this mountain... right next to his job at the Ninja Supply Store and Pharmacy! How convenient! (For him.) There's also an elevator, but it's only for Kraggler and special party guests.

NEARBY LANDS:

ANTSYLVANIA

One county over from the Town, Antsylvania is the home base to Brother Herman and his mighty but small army. A land dominated by ants, where most buildings are constructed of sand, sugar is traded like gold, and citizens will stop whatever they're doing to swarm around a dropped cookie.

VALLEY OF THE TWO-NICORNS

Home of the two-horned Two-nicorns, the famed magical horse-like creatures with their own line of girl-friendly toys. (Although all the Two-Ni-Corns talk like Tony Soprano, we have credible medical proof that they are, in fact, female.)

This happy magical land where rivers ran like rainbows and rainbows had fish in them, it was briefly taken over by Ultimoose and turned into a grim, gray factory – a grim gray factory that was saved by Yin and Yang.

TROLLGRE MOUNTAIN

A high, foreboding mountain where the big, scary Trollgres live. The Trollgres are fierce and brutal race who wear incredibly silly gnome hats. They won't hesitate to smash any trespassers who wander onto Trollgre Mountain... unless they apologize for it.

LINA'S FARM

A family farm just outside town where they grow spinachini and slaughtermelons. Occasionally plagued by giant metal beetles who destroy everything in their path. Home of Lina, who has planted the seeds of love in Yang's heart. (Hear that? Yang just threw up just thinking about that last sentence!)

SPIRIT GLEN

Home of the incredibly messy water, earth, and air spirits... who visit every now and then to kick Master Yo's panda ass in poker.

Woo Weaponry and Power

Yin

Energy blasts – Like bullets of magic power, Yin send balls of energy from her hands.

Energy Lasso – a more controlled version of an energy blast, the energy lasso can be used to bind an enemy.

Foo Fields – Typical force fields. Can keep things out or in. The fields can be flat like a wall or can be wrapped around an object or person.

Lev-Foo-tation – herself and other object. Levitation can be used to move object or allow Yin to float and hover.

Transfoamation – the ability to transform things telekinetically. This power has grown in Yin throughout the series. She was initially only able to hold a transfoamation for a few seconds. She's getting better and can make a toilet a flower vase for nearly a minute now.

Yincinerate – Yin's ability to fire heat blasts.

Yang

Bamboo Weapons – Yang has a bamboo sword that he can morph into all sorts of cool weapons, including:

- A bo staff
- Nun-chucks
- The "Yang-A-Rang."

And a few we haven't thought of yet. As the series progresses, he will be able to channel his Woo Foo into the weapon, making the sword like a light-saber, and giving the Yang-A-Rang explosive qualities.

FooNado – Yang spins his sword very quickly and creates a powerful funnel of wind. When Yang charges his sword and make a FooNado, the FooNado has the same energy properties of the sword.

Paws of Pain – Glowing energy fists around Yang's hands that magnify the power of his punches.

Fists of Fire – a Level Two Woo Foo move similar to the Paws of Pain but more powerful.

Power Punch – Glowing energy fists that Yang can throw from his hands.

Yang-A-Rang – another derivative of Yang's bamboo sword, the 'rang can be used to damage and enemy from afar since it returns to its point of origin.

Both Yin and Yang

FireNado – a combination of Yin's Yincinerate and Yang's FooNado. It's a fiery tornado that whips around.

Woo Foo Aura – The ability to make a semi-sentient construct out of their Woo Foo energy that can be puppeted to do amazing feats of speed and strength.

Most of the combinables will be revealed in Season II, once Yin and Yang achieve full Woo Foo Knight status. Then, they will be able to do the cooler, more impressive "team" tricks.

Toys/Relics/Bad Things

The Glasses of Supreme and Ultimate Smartness – These glasses allow the wearer to have instant access to all Woo Foo knowledge.

Potion of Super Enormous Hugitude – A potion that makes the person who takes it grow to enormous heights.

Woo Foo Recliner of Infinite Enlightenment – A solid gold recliner that Master Yo sleeps in to achieve his Woo Foo Meditative Nap of Oblivion—a 12 hour deep sleep to recharge.

The Knife and Fork of Infinite Devourness – Appetite tool. Master Yo uses the relics to beat his old enemy Kraggler at a pie eating contest.

The Book of Forbidden Evil... evil... evil... – A powerful book that is to be kept closed in the Woo Foo armory. Inside lies all the most evil creatures and spirits in the universe, including an evil more dangerous than the Night Master himself (can you say “Season II threat?”) Even opening its pages allows creatures to get out.

The Woo Foo Undies of Unlimited Destiny – a pair of undershorts that magnifies the wearer’s power by 10,000, but can only be activated by an atomic wedgie.

THE STORY SO FAR...

So aside from the talking tree stumps, looming evil, kung fu bunnies and pandas, whipped Skelewogs, two horned unicorns and all the rest of that stuff, what makes Yin! Yang! Yo! different from every other show with all of those things?

Well, first, no other show has all of those things.

Secondly, while Yin! Yang! Yo! is out to show that a show with Legend and Lore can have comedy, we're also out to show that a comedy can have a deep and abiding legend and lore.

Think Star Wars, if it was a comedy. (Although they already did that with "The Phantom Menace," "Attack of the Clones," and "Revenge of the Sith.")

Before the very first "Fade In:" was written on "YYY," a detailed, 26 episode story arc had been planned out. Everything – from the broken statues in the park, to the three suns in the sky – has a purpose that will play out in our season finale.

Season I – Act I

600 Channels of Doom / An Oldie But A Goodie

Carl attempts to use Yin and Yang's squabbling over television to destroy the young Woo Foo warriors before they have a chance to become one day older.

Then: Yin and Yang face off against Master Yo's old foe – (and we mean old foe he's like... 100)... Kraggler. But when Kraggler turns the whole town old, the episode turns into "Dawn of the Almost Dead."

Dojo, Oh No! / Finding Hershel

Yang finds himself under the sway of Ultimoose and has to choose between Ultimate Moose Fighting and Woo Foo... and choose between Ultimoose and his sister.

Then: When a rare and easily offended Scorpion Rock is on the loose – a creature whose bite can turn you gigantic and evil – Yin and Yang must retrieve it before Carl does.

My Stupid Sword / Neat Freak

The Chung Pow Kitties come to town and when the CPK gets in Yin and Yang's house, they also get a hold of every decent weapon in the Woo Foo Armory... and it's Yang's fault! Can Yang learn how to channel his Woo Foo into his bamboo sword in time to save the day?

Then: Yin finds herself manipulated by Fastidious J. Spiffington – AKA Neat Freak – an anal retentive hamster who's tired of the elemental spirits messin' up his home.

The Imagination Situation / Woo Foo Flu

When Yin and Yang start lying about their skills to look cool to other warriors, the Lie Fairy (yeah, the lie fairy) turns Yang's toy "Zarnot" into a real, live, very angry robot monster.

Then: Yin catches "The Woo Foo Flu," a flu where her sneezes can change reality. And Carl's hoping he can use that to sneeze them all into a world where he can rule!!!

Enter: The Ant / The Sweet Stench Of Love

Brother Herman makes his first attack.

Then: When Yang refuses to shower until his sister apologizes for ruining his video game, he attracts the attention of Malodea, spoiled princess of the Stink Aardvarks.

THE STORY SO FAR...

Too Much Yangformation / Yin! Yang! Yuck!

Yang uses the “Glasses of Supreme and Ultimate Smartness” to smoke Yin in a Woo Foo history test... and to accidentally give Carl the recipe to become really, really big.

Then: Yin and Yang accidentally shove all of their “bad qualities” out of their body and create “Yuck,” an absolute jerk who wants absolute power.

Aura... Or Not / Beetlemania

Yin accidentally channels her Woo Foo Aura, which instantly goes on an anti-littering campaign to forcibly clean up the town. Unfortunately the longer her Aura is out of her, the less “real” she becomes.

Then: When Yin embarrasses Yang, he disavows all knowledge of her, gets a restraining order, and goes off to fight a giant beetle all by himself... in an attempt to impress a girl.

Falling Yin Love / A Toy’s Story

Zarnot returns... this time, hiding in the shell of an adorable stuffed animal that loves Yin... and wants Yang to die, die, die!

Then: Yuck is back, with the help of the Night Master, in the guise of a hunky boy named “Brett” who is slowly draining the Woo Foo from her one date at a time!

Act I Conclusion: Return of the Night Master!

When Yin and Yang disobey Master Yo, and enter the local “Martial Ball” tournament, they find themselves learning how to bend the laws of the physical world... by channeling their fury.

Who’s training them? Why the Night Master, of course. Why? To trick them into freeing his armies, which were “Marbellized” 100 years ago by Master Yo – although nobody remembers this at all.

When it’s over, Yin and Yang will have escaped with their lives, and Yo will have a small piece of his memory returned... but the Night Master will have his army back, and bad things are about to happen.

Season I – Act II

The Trouble With Two-Ni-Corns / Scarf It Up

When Master Yo accidentally sits on Yin’s “Two-Ni-Corn” doll, Yin and Yang travel to the valley of the Two-Ni-Corns (two horned unicorns that all talk like Tony Soprano) to get it fixed... only to find it the victim of a hostile takeover... by Ultimoose!

Then: Saranoia transforms the town into a Winter Hellscape of snow based irresponsibility in an attempt to save Yin from a life of studies and wizardry... whether she wants to be saved or not.
Then: The street-talking, super fly Pondscum wants the Woo Foo Recliner of Infinite Enlightenment, and doesn’t care if Master Yo is asleep in it when he melts it down for more bling!

Old School / On Golden Pondscum

Kraggler returns! This time, using the “Chronologicum” to transfer Yin and Yang’s youth to him, and his age to them! Can Yin and Yang stop him before they shrivel up and turn to dust?

A Match Not Made In Heaven

Yin and Yang accidentally hook up Carl’s mother and Master Yo. Thank you, internet dating!

THE STORY SO FAR...

Dictator of the year

When Brother Herman gets the “Book of Evil,” Yin and Yang pretend to throw him a roast – a “This is your evil life” – to bust into his castle and get the book back.

The High-Sheas

Yin falls under the sway of “Girlbeard” the pirate, not knowing she’s actually Saranoia in disguise! (Although the fact that men are slaves on the boat and her brother, Yang, is being used as a power source should have been her first clue.)

Destination Danger

When master Yo and the kids go on a road trip to pick up an ancient Woo Foo artifact, they attract the attention of the Night Master who hurls all sorts of “on the road” type hell at them. Driving with old people! Woo!

How the Cookie Crumbles

Yin and Yang make the mistake of eating some “bad cookies,” not realizing they were “misfortune cookies,” each with a terror worse than the next.

Dojo, Alone!

Master Yo has to go away for a scotch... and Brother Herman attacks!

The Gig Is Up

The Chung Pow Kitties have gotten their hands on an ancient Woo Foo artifact of great power – Lalladin’s Amp. (It was the amp Master Yo used in his high school band, “Pandangerous.”) The only way to get it back... BATTLE OF THE BANDS!

Happy Campers

Yin and Yang are starting to feel the weight of knowing that someday they’ll have to save the world, and take a week off at a summer camp. At the same time, Ultimoose has decided he’s tired of having to be an evil flunky, and takes a job as a camp counselor. Coincidence or evil plot? Um... evil plot.

Parent’s Day

Carl and Herman put aside their differences to get their mother the perfect gift for “Parents’ Day.” Unfortunately for Yin and Yang, what she really wants is a pair of pink and blue rabbit’s feet...

Some Assembly Required

When Yin and Yang use their magic as a short cut to build IKEA like equipment, it comes to life and falls under the sway of Zarnot. WHEN CHAIRS ATTACK!

The Hex of The Ex

Every girl that Master Yo ever dumped returns with a vengeance.

THE STORY SO FAR...

Season II Finale: Wubble in Paradise

Yang is horrified to find out that his imaginary friend – Mr. Poofy Pants – is alive, and desperately needs his help. In an effort to get the guy to shut up, Yang travels to the pastel colored, happy imaginary world he once escaped to when he was four...

...only to find that the Night Master has lured him there as a trap.

Season I – Act III

The Yin of Yang

Yang finally gets his shot at Lina on one condition... he can stop being so... Yangish. Can Yang hold back his desire to kick the crap out of things for one day-long date?

Shadows and Light

Yin and Yang learn that every battle doesn't end in victory, as Brother Herman manages to take from them the one item that can protect them from the relentless march of the Night Master.

But the good news is... we get to see Master Yo shaved!

Voyage to the center of Yo

When Master Yo travels to get "The Staff of Illumination" – a powerful object that's hidden in a land that only appears every 20 years, like Xanadu – Yuck shrinks himself down and hitches a ride... inside Master Yo!

Yin and Yang hop into the Woo Foo Battle Cruiser in an attempt to shunt Yuck out of Master Yo's body before Yo gets to the staff!

Liars, Liars

Yin and Yang decide – now that they have a "staff of illumination" – they should start screwing around with it. But when they get caught, they unleash a series of lies that gets the attention of the lie fairy, who uses the staff to "illuminate" all lies, and make it impossible for anybody to say or do anything but the truth.

Season Finale: Nightfall!

The Night Master – with his armies at his side – makes his move. In an attempt to blot the suns out of the sky and plunge the world into a darkness so deep he'll be undefeatable. And to make matters worse – he has kidnapped Master Yo to use his Woo Foo energy to move the planet's three moons in front of the planet's three suns.

Yin and Yang pull together a team of friends – including Lina and Coop, and enemies, including Carl and Roger the Skelewog, to find the two missing pieces of the "Woo Foo Undies of Destiny" so they can stitch them together for one last powerful wedgie to defeat the armies of the Night Master.

One of the four will betray them, but will it be Roger? Carl? Coop? Or Lina?

And even if they manage to survive all the twists and turns, they still have to content with the Night Master himself. Can they master a new power – (A power that will hopefully be voted on and decided by kids around the world via a massive contest) – in time?

By the end of this episode, the kids will graduate to "Woo Foo Knights Level 1," there will be a new Night Master, we will learn that the "banished Woo Foo" still live, and that Yin and Yang will make it their mission to save them as a darker, more dangerous evil will be waiting in the wings.